AIR HOGS® R/C

ZERO GRAVITY LASER™

INSTRUCTION GUIDE

NOTE: USE ON SMOOTH, CLEAN SURFACES ONLY!
FOR INDOOR USE ONLY.
ADULT SUPERVISION RECOMMENDED!

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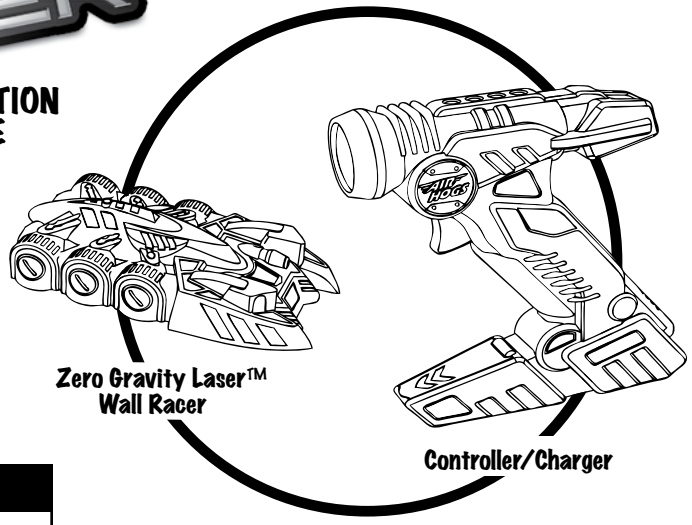
TO GET THE MOST OUT OF YOUR ZERO GRAVITY LASER™ WALL RACER PLEASE READ THESE INSTRUCTIONS FIRST!

Check to make sure contents are complete:
- 1 Zero Gravity Laser™ Wall Racer
- 1 Controller/Charger
- 1 Instruction Guide

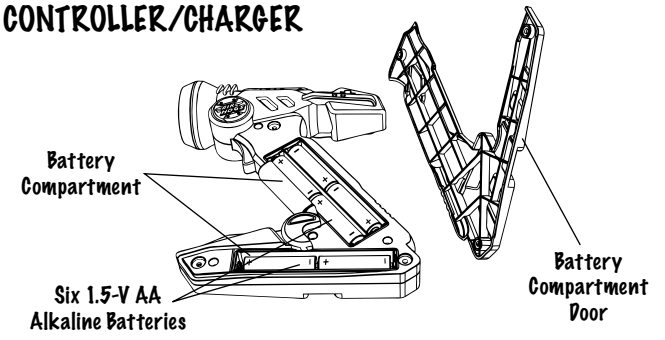


Zero Gravity Laser™ Wall Racer

Controller/Charger

BATTERY INSTALLATION

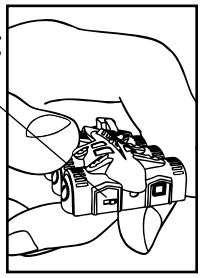
CONTROLLER/CHARGER



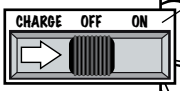
1. Requires 6 1.5-V AA alkaline batteries.
2. Open the battery door with a screwdriver.
3. If used batteries are present, remove these batteries from the unit by pulling up on one end of each battery.
4. Install new batteries as shown in the polarity diagram (+/-) inside the battery compartment.
5. Replace battery door securely.
6. Do not dispose of batteries in fire. Batteries may explode or leak.
7. Check your local laws and regulations for correct recycling and/or battery disposal.

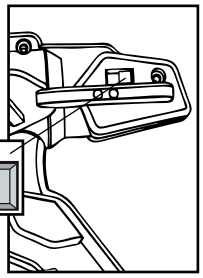
CHARGING YOUR ZERO GRAVITY LASER™

1. Switch car to "OFF".

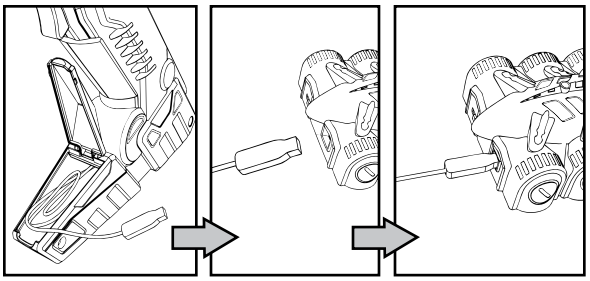


2. Switch controller/ charger to "OFF".

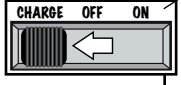


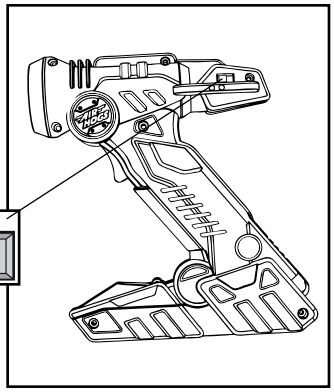


3. Take out charger plug and plug into car.



4. Slide the switch to the "Charge" position on the controller.



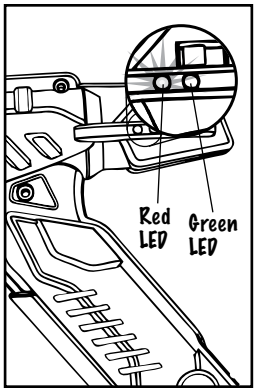


5. Red light flashing: Vehicle is charging.

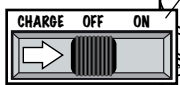
Green & Red light flashing together: Vehicle is charged.

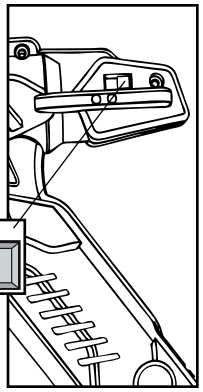
Green & Red light flashing alternatively: error.

Green light flashing/Red light off: Replace AA Batteries.



6. When charged, turn controller/ charger switch to "OFF".

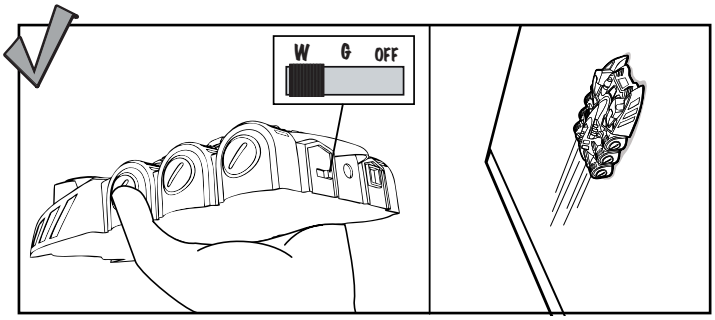




- Charging should take between 30 and 50 minutes depending on how much charge is left in the car.
- NOTE: Do not charge battery immediately after use. Let the car battery cool for at least 10 minutes.

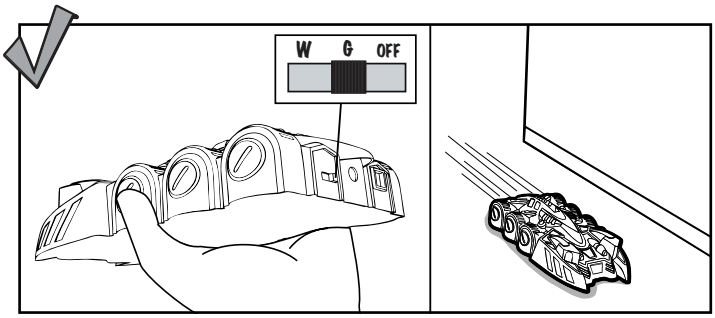
If charging is not complete in 50 minutes, replace the charger batteries.
Your Wall Climber has a pre-installed rechargeable battery inside the vehicle body. (Rechargeable battery is not replaceable.)

DRIVING ON WALLS OR UPSIDE DOWN



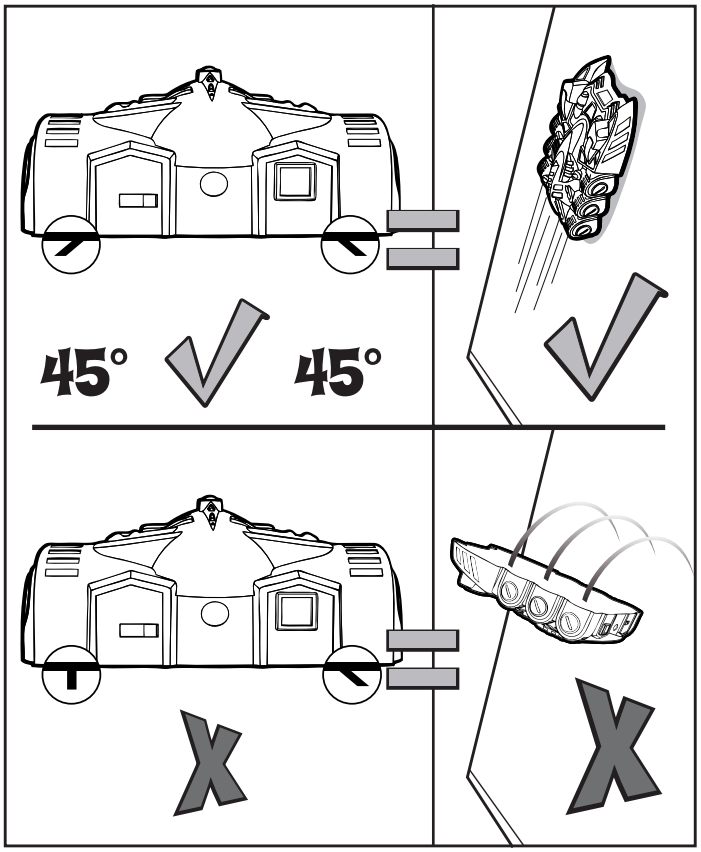
To drive on walls and upside down, you must have switch positioned to the left.
NOTE: Avoid driving overhead when other people are around. Do not stand underneath when driving overhead.

DRIVING ON THE GROUND



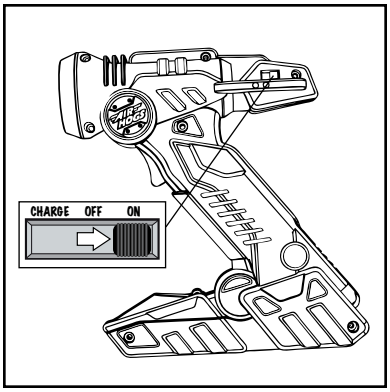
To drive on the ground you must have the switch positioned in the middle. The fan will not turn ON, but the green light on top of vehicle will turn on and will drive properly on the ground. (The ground mode saves the battery charge.)

DRIVING ON WALLS OR UPSIDE DOWN

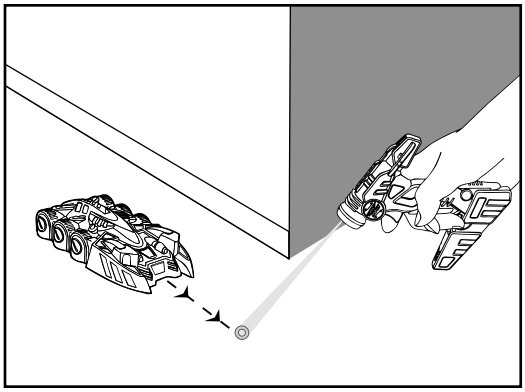


The fabric air skirts can be adjusted outward at a 45° angle to ensure proper wall suction.
IMPORTANT: The Zero Gravity Laser™ should only be driven on smooth, clean, flat surfaces. Dirt or debris can get inside the fan and cause damage.

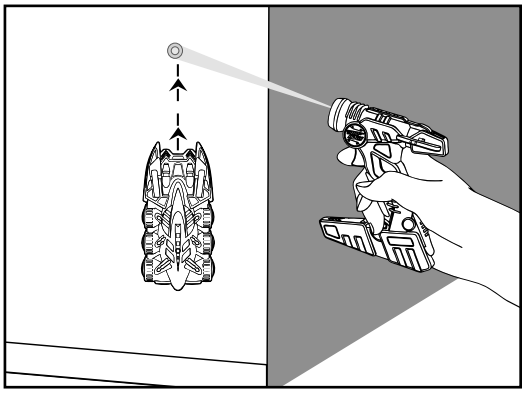
DRIVING SEQUENCE



Turn the controller "ON".



Pull the trigger on controller to emit a beam, point the beam at the wall or ground in front of car.



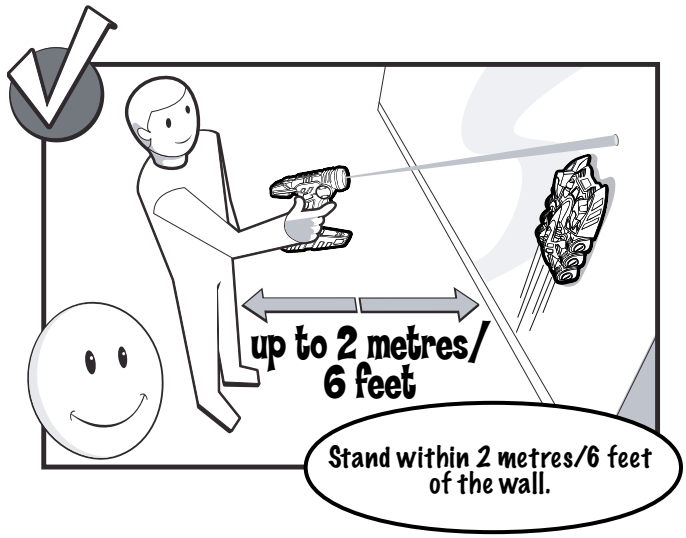
The car will chase the beam from controller, as you move the beam across the wall or ground.

When finished with your Zero Gravity Laser™ Wall Climber, remove vehicle from wall. Turn vehicle OFF. Turn the controller OFF.

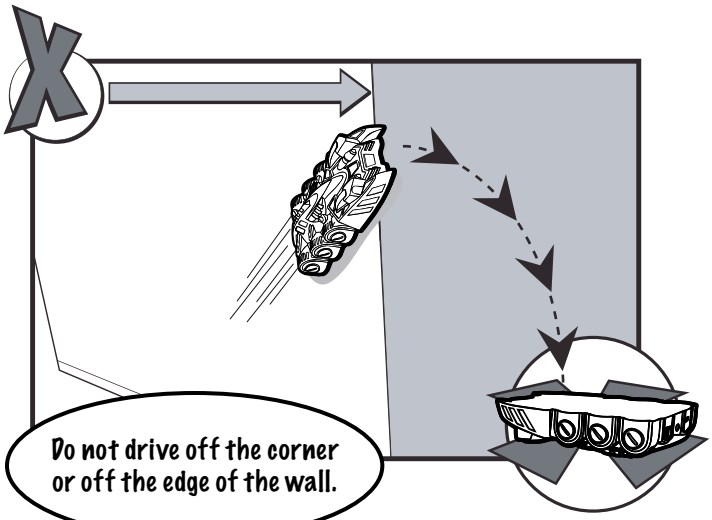
PROBLEMS? Before you return to retailer, please call our HOTLINE for assistance,

1-800-622-8339

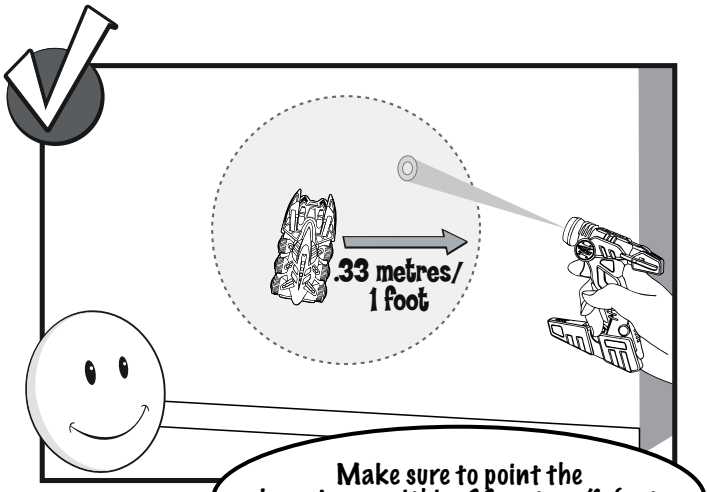
WHILE DRIVING YOUR ZERO GRAVITY LASER™ WALL CLIMBER, MAKE SURE TO FOLLOW THESE RULES



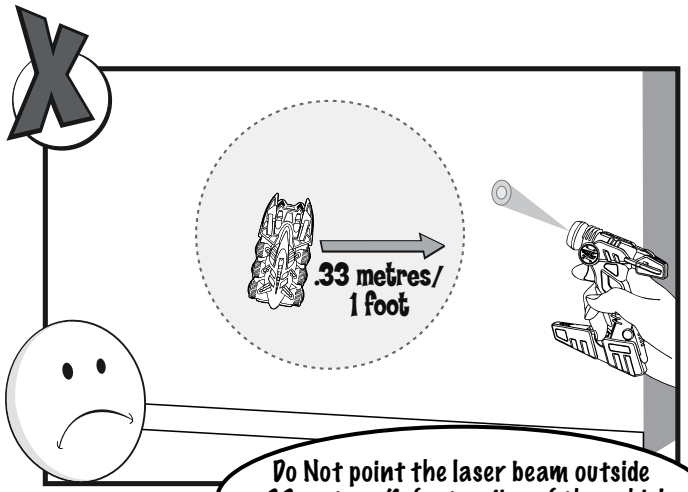
Stand within 2 metres/6 feet of the wall.



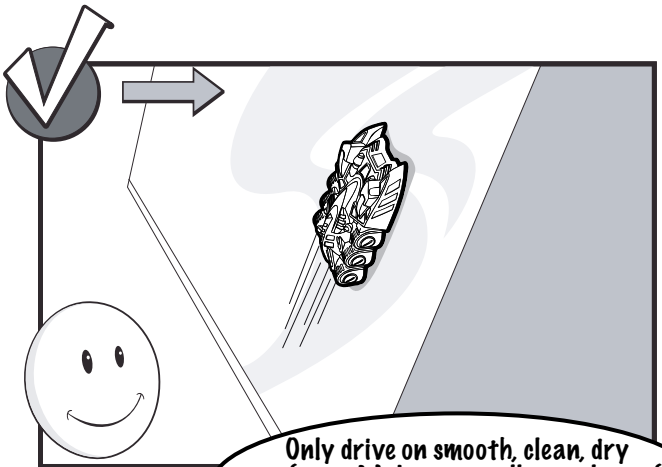
Do not drive off the corner or off the edge of the wall.



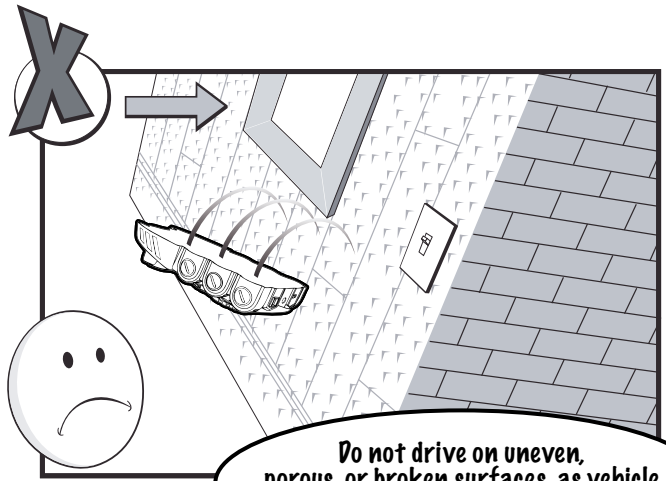
Make sure to point the laser beam within .33 metres/1 foot radius of the vehicle.



Do Not point the laser beam outside a .33 metres/1 foot radius of the vehicle, or the vehicle will not respond.

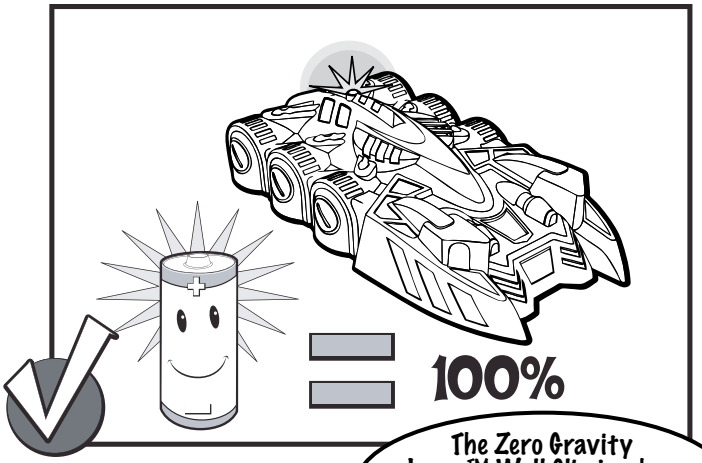


Only drive on smooth, clean, dry surfaces. Make sure walls are clear of obstacles, including hanging pictures, light switches, etc...

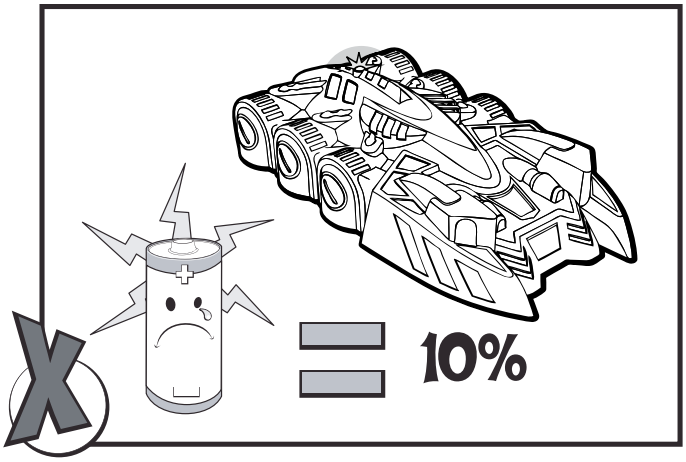


Do not drive on uneven, porous, or broken surfaces, as vehicle will not adhere and can fall off.

IMPORTANT: The Zero Gravity Laser™ Wall Climber may not work on windows, glass or reflective surfaces as the remote function could be impaired.



The Zero Gravity Laser™ Wall Climber has a working LED light on the top of the car.



IMPORTANT: When the LED begins to blink, the battery is running low on power. Car should be removed from the wall immediately. Otherwise the vehicle may fall off the wall.

TROUBLESHOOTING

PROBLEM	SOLUTION
Vehicle will not run.	1. Power switch is off. Turn on. 2. Controller battery is installed with incorrect polarity. Check (+) and (-) markings to make sure the battery is properly aligned. 3. Batteries are drained. Install new batteries.
Vehicle does not climb walls.	1. Turn vehicle off for 30 seconds then restart. 2. Suction is jammed. Remove debris by blowing gently on the fan area located on the bottom of the vehicle.
Vehicle does not drive well.	1. Make sure surface is clean of dirt/dust. 2. Make sure surface is neither too rough or too smooth. 3. Make sure surface is flat.
Vehicle slips climbing walls.	1. Clean the tires with a damp rag. 2. Fold up the fabric skirts for a better seal prior to use.
Vehicle falls off the wall.	1. Make sure to discharge and then charge again for 30 to 50 minutes. 2. Clean tires and make sure your wall and floor are also clean. 3. Check the fabric skirts for damage. If they have been pulled loose, tape them back on with flexible tape. 4. Make sure surface is flat.

NOTE: If normal function of the product is disturbed or interrupted, strong electro-magnetic interference may be causing the issue. To reset product, turn it completely off, then turn it back on. If normal operation does not resume, move the product to another location and try again.
To ensure normal performance, change the batteries, as low batteries may not allow full function.

FC This product complies with Part 15 of the FCC rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause undesirable operation. This equipment has been tested and found to comply with the limits for Class B digital devices pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference to radio communications. Because this toy generates, uses, and can radiate radio frequency energy, there can be no guarantee that interference will not occur. If this toy does cause interference to radio or television reception (you can check this by turning the toy off and on while listening for the interference), one or more of the following measures may be useful: • Reorient or relocate the receiving antenna • Increase the separation between the toy and the radio or the TV • Consult the dealer or an experienced TV-radio technician for help.
NOTE: Changes, adjustments or modifications to this unit, including but not limited to, replacement of any transmitter component (crystal, semiconductor, etc.) could result in a violation of FCC rules under part 15 and/or 95 and must be expressly approved by Spin Master Ltd. or they could void the user's authority to operate the equipment.

This class B digital apparatus meets all the requirements of the Canadian Interference-Causing Equipment Regulations.

IMPORTANT SAFETY INFORMATION: Keep clear from face, eyes, and hair at all times. Do not aim at people or animals. Use caution; make sure people around you know that you are playing with AIR HOGS®. Stay away from obstacles and electrical hazards. Play with this product in a wide-open room, far away from breakable items. Avoid playing near vents and/or fans, as these may over power this product and make it difficult to control. NOTE: Always get permission to play with this product indoors. Please retain this information for future reference. Use alkaline batteries for best performance. **ADULT SUPERVISION RECOMMENDED.**

BATTERY SAFETY INFORMATION:
- Batteries are small objects.
- Replacement of batteries must be done by adults.
- Follow the polarity (+/-) diagram in the battery compartment.
- Promptly remove dead batteries from the toy.
- Dispose of used batteries properly.
- Remove batteries for prolonged storage
- DO NOT incinerate used batteries.
- DO NOT dispose of batteries in fire, as batteries may explode or leak.
- DO NOT mix old and new batteries or types of batteries (i.e. alkaline/standard).
- DO NOT use rechargeable batteries.
- DO NOT recharge non-rechargeable batteries.
- DO NOT short-circuit the supply terminals.

Your Zero Gravity Laser™ is equipped with a Lithium Polymer battery.

⚠ **WARNING:**
- Never charge battery unattended.
- Charge battery in isolated area. Keep away from flammable materials.
- Do not expose to direct sunlight.
- There is a risk of the batteries exploding, overheating, or igniting. Do not disassemble, modify heat, or short circuit the batteries. Do not place them in fires or leave them in hot places.
- Do not drop or subject to strong impacts.
- Do not allow the batteries to get wet.
- Only charge the batteries with the specified Spin Master™ battery charger.
- Only use the batteries in the device specified by Spin Master™.
- Carefully read the instruction guide, and use the batteries correctly.
- In the unlikely event of leakage or explosion use sand or a chemical fire extinguisher for the battery.
- Batteries must be recycled or disposed of properly.

⚠ **WARNING:**
Do not point the LED light at eyes. It is rare but possible for seizures to be triggered by light flashes. To reduce exposure to such potential, do not flash lights directly into eyes.

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North American Consumer Information
Phone: 1-800-622-8339
www.spinmaster.com

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